



O-ACE'S



Omaha Atari Computer Enthusiasts

Volume 5 Issue 7

July 1987

**Wednesday, JULY 8
MONTHLY MEETING
La Vista Recreation Center
7:00 P.M.**

**THERE WILL BE NO
SIG MEETINGS
UNTIL FURTHER
NOTICE**

OLD BUSINESS

The June meeting was held at the La Vista Recreation Center and began at 8:00pm with the monthly door prize selections.

This month's door prize winners were:

Jamie Blinn - who selected two 8-Bit disks as his prize.

Tom Durham - who was not present to receive his prize.

Axel Ricker, the club librarian, reported that the current Antic and Analog disks arrived and would be included into the club library as well as a new public domain PrintShop icon disk and a game disk.

The May newsletter was then reviewed by the 8-Bit editor, Roger Reese. After which, Jamie Blinn announced that Deane Bolin, the current member at large, would now be assuming the responsibilities of the ST Editor due to the departure of the previous ST Editor.

Axel, who recently attended the Summer Consumer Electronics Show (CES) in Chicago gave the club a brief overview of his thoughts on the CES. Axel also showed numerous flyers and pamphlets for new and existing products shown at the CES. (ED. See Axel's report of the CES in the June newsletter as well as Antic's report in this issue.)

Programming Contest

Once again the programming contest was discussed and changes to the rules printed in last month's newsletter were given.

The contest rules are:

1. The program must be written in Basic.

Contest Rules (cont.)

- a. 8-Bit Basics allowed are:

Turbo-Basic

Atari Basic

OSS's Basic XL/XE

- b. ST Basics allowed are:

Any Basic currently available

2. The 8-Bit programs must run on an unmodified 800 48k machine or an 800XL 64k machine.

The ST programs must run on an unmodified 520ST.

3. The program must be turned in by the August meeting.
4. The program will be judged in FIVE categories with each category valued at 10 points each.
These categories are:

- a. Ease of use
- b. Functionality
- c. Creativity
- d. Documentation
- e. Look and Feel

5. The program can use subroutines found in both Analog and Antic.

DEMONSTRATIONS

Deane Bolin demonstrated the Yamaha FM Sound Generator for the ST computers. The Sound Generator is a small box that synthesizes different sounds played through the ST. Deane will probably give a better and more detailed explanation of the device in an upcoming newsletter.

THIS N' THAT

by Donna Griggs

This month's column is about how to survive fantasy/role-playing games (RPG). Ever notice how hard it is to play games like the Apshai trilogy, Ultima series, and newer ones like Brimstone? These are some of the most challenging and popular games on the market. Perhaps because there are more monsters and dangers lurking in these games than in any others.

Beginners usually have an especially rough time with games of this sort because there is a lot to learn before they can even get started. It doesn't help that dungeon monsters have very little patience for novices. So if you are having trouble with the game you are currently playing, or want to get off to a good start on your first game, here's what to do.

First read the game's manual and become familiar with the commands used. If there is a summary sheet, keep it handy during play. If not, make up your own. Know the character types in the game and their abilities and limitations. Go over the spells, see what they can do, and what characters can cast them. Note any details on the monsters in the game.

To equip characters, get the best armor and weapons you can afford. Magic users usually need the least armor, thus they often have the most money left over. Use their gold to purchase better armor for those who need it. In single character games like Apshai, make do with whatever gold you start with-go for protection first and make sure enough is left to buy at least one weapon.

Make maps. Most dungeon levels are large, with many rooms, doors, corridors, intersections, and traps; and getting lost is all too easy. Get some graph paper and take notes on anything you come

across. You must know where you are, where you're going, and how to get back to win the game.

When ready, head into the dungeon cautiously with fighters up front and magic users in the rear. As you do battle with monsters/adversaries, note how effective various spells are against them, how much damage they dish out to the group, how effective your fighters are, and how hard the monsters are to kill so you'll have a better idea how to handle the enemy next time around.

If the members of your party survive their first encounter, get them out of the dungeon fast, before more trouble arrives; as fight and retreat is the best advice at this stage.

RPG's are not meant to be finished in a day, a week, or in some cases, even a month. But you will have a good handle on whatever game you are playing after just a few tries. You will know the best way to overcome the various monsters (at least at the beginning levels). How best to staff your party, and have good maps to guide you on your forays. Then you can really play in earnest. Progress will be swift and you won't have to suffer through seeing party after party reduced to mincemeat. The game will also be a lot more fun to play!

THE ASSEMBLER LANGUAGE

COURSE PART 6

In my MAY article I gave you a test to read Names, Addresses, and Phone numbers from the keyboard and print them to 3 devices (screen, printer, and disk drive).

The format of the print to all three devices was purposely left out to see how creative you could be.

I will now go through the different programming steps one by one. This is just one of many ways to complete the above task.

1: Define the Input and Output.

A: Input.

1) Name

- a) Last name
- b) First name
- c) Middle Initial
- d) max 20 characters
- e) format:
 - 1) Last, First MI.

2) Address

- a) Street Address
- b) City
- c) State
- d) Zip Code
- e) max 2 lines of 20 characters each
- f) Format:

1) 1234 Sunnyvale Lane
Bonneyvale, CA 12345

3) Phone number

- a) Area code
- b) local number
- c) max 15
- d) Format:

1) (402) 291-4001

4) End of Input signal

- a) In place of last name
- b) Format:

1) -END-

B: Output

1) Name

- a) Last name
- b) First name
- c) Middle Initial
- d) max 20 characters

2) Address

- a) Street Address
- b) City
- c) State
- d) Zip Code
- e) max 2 lines of 20 characters each

3) Phone number

- a) Area code
- b) local number
- c) max 15

4) End of Input signal

- a) In place of last name: -END-

5) Format to Screen:

- a) Jones, John L.
1224 Part Ave.
Smallville, OR 54321

6) Format to Printer:

- a) Jones, John L.
1224 Part Ave.
Smallville, OR 54321

7: Format to Drive file:

- a) 1 byte for record length
- b) Jones, John L.
1224 Part Ave.
Smallville, OR 54321

2: Flow the task.

A: Initialize Variables

B: Ask for file name to save to.

C: Open printer and File.

D: If Opens are OK

1) Then Do until read = -END-

- a) Clear screen
- b) Print to the screen:
 - 1) ENTER NAME (Last, First MI)
- c) Read into NAME\$
- d) If NAME\$ <> -END-
 - 1) Print to the screen:
 - a) ENTER ADDRESS (Street, City, State, ZIP)
 - 2) Read into ADDRESS\$
 - 3) Print to the Screen:
 - a) ENTER PHONE NUMBER ((###) ###-####)
 - 4) Read into PHONE\$
- e) Clear Screen
- f) Print NAME\$
 - 1) To Drive
- 2) If NAME\$ <> -END-
 - a) To Screen
 - b) To Printer
 - c) Print ADDRESS\$
 - 1) To Drive
 - 2) To Screen
 - 3) To Printer
 - d) Print PHONE\$
 - 1) To Drive
 - 2) To Screen
 - 3) To Printer

2) Enddo test for -END-

E: Close printer and Drive

3: Convert program to Assembler code:

```
A: 0100  $=$5000
      0105 ; clear work area
      0110  LDA #NA & $00FF
      0120  STA $E0
      0130  LDA #NA / $0100
      0140  STA $E1
      0150  LDA #$20
      0160  LDY #LRC
      0170  DEY
      0180 RAI STA ($E0),Y
      0190  DEY
      0200  CPY #$FF
```


0210	BNE RA1	0680	RAS LDY #S3-SA
0205 ;	prompt for file name	0690	JSR PRO
0220	LDY #S1-SA	0695 ;	read address line 1
0230	JSR PRO	0700	LDY #LN1-SA
0235 ;	read file name	0710	LDA #21
0240	LDA #S10	0720	STA LN1+2
0250	STA R1+2	0730	JSR RDO
0260	LDY #R1-SA	0740	LDA \$348
0270	JSR RDO	0750	STA LN1+2
0280	LDA \$348	0755 ;	prompt for city/state
0290	STA R1+2	0760	LDY #S4-SA
0295 ;	close both channels	0770	JSR PRO
0300	LDX #S30	0775 ;	read address line 2
0310	JSR CLO	0780	LDY #LN2-SA
0320	LDX #S20	0790	LDA #21
0330	JSR CLO	0800	STA LN2+2
0335 ;	open #2,8,0,fn\$	0810	JSR RDO
0340	LDY #R1-SA	0820	LDA \$348
0350	LDA #8	0830	STA LN2+2
0360	JSR OPN	0835 ;	prompt for phone number
0365 ;	check for successful	0840	LDY #S5-SA
0370	LDY \$343,X	0850	JSR PRO
0380	DEY	0855 ;	read PHONE\$
0390	BEG RA2	0860	LDY #PHN-SA
0400	JMP EN1	0870	LDA #21
0405 ;	open #3,8,0,"P:"	0880	STA PHN+2
0410 RA2	LDY #PNT-SA	0890	JSR RDO
0420	LDA #8	0900	LDA \$348
0430	LDX #S30	0910	STA PHN+2
0440	JSR OPN	0915 ;	clear the screen
0445 ;	check for successful	0920 RB1	LDY #CLR-SA
0450	LDY \$343,X	0930	JSR PRO
0460	DEY	0935 ;	print NAME\$ to drive
0470	BEG RA3	0940	LDY #NAM-SA
0480	JMP EN1	0950	LDX #S20
0485 ;	prompt for NAME\$	0960	JSR PR
0490 RA3	LDY #S2-SA	0965 ;	check for -END-
0500	JSR PRO	0970	LDY ETR
0505 ;	read NAME\$	0980	BEG RB2
0510	LDA #21	0990	JMP EN1
0520	STA NAM+2	0995 ;	print NAME\$ to screen
0530	LDY #NAM-SA	1000 RB2	LDY #NAM-SA
0540	JSR RDO	1010	JSR PRO
0550	LDA \$348	1015 ;	print NAME\$ to printer
0560	STA NAM+2	1020	LDY #NAM-SA
0565 ;	set end flag to no	1030	LDX #S30
0570	LDY #0	1040	JSR PR
0580	STY ETR	1045 ;	print address line 1 to drive
0585 ;	check for -END-	1050	LDY #LN1-SA
0590 RA4	LDA NA,Y	1060	LDX #S20
0600	CMP ETS,Y	1070	JSR PR
0610	BNE RAS	1075 ;	print address line 1 to screen
0620	INY	1080	LDY #LN1-SA
0630	CPY #6	1090	JSR PRO
0640	BNE RA4	1095 ;	print address line 1 to printer
0645 ;	end flag = yes	1100	LDY #LN1-SA
0650	LDA #1	1110	LDX #S30
0660	STA ETR	1120	JSR PR
0665 ;	goto next phase	1125 ;	print address line 2 to drive
0670	JMP RB1	1130	LDY #LN2-SA
0675 ;	prompt for street	1140	LDX #S20

```

1150 JSR PR
1155 ; print address line 2 to screen
1160 LDY #LN2-SA
1170 JSR PRO
1175 ; print address line 2 to printer
1180 LDY #LN2-SA
1190 LDX #30
1200 JSR PR
1205 ; print PHONE$ to drive
1210 LDY #PHN-SA
1220 LDX #20
1230 JSR PR
1235 ; print PHONE$ to screen
1240 LDY #PHN-SA
1250 JSR PRO
1255 ; print PHONE$ to printer
1260 LDY #PHN-SA
1270 LDX #30
1280 JSR PR
1285 ; print blank line to printer
1290 LDY #EOL-SA
1300 LDX #30
1310 JSR PR
1320 JMP RAS
1325 ; close #2 and #3
1330 EN1 LDX #20
1340 JSR CLO
1350 LDY #30
1360 JSR CLO
1365 ; stop program
1370 BRK
1375 ; read from the screen
1380 RDO LDX #0
1385 ; read from channel (x)
1390 RD LDA #5
1400 BNE SIO
1405 ; print to the screen
1410 PRO LDX #0
1415 ; print to channel (x)
1420 PR LDA #9
1430 BNE SIO
1435 ; open channel (x)
1440 OPN STA $34A,X
1450 LDA #3
1455 ; access channel (x)
1460 SIO STA $342,X
1470 LDA SA,Y
1480 STA $344,X
1490 LDA SA+1,Y
1500 STA $345,X
1510 LDA SA+2,Y
1520 STA $348,X
1530 LDA SA+3,Y
1540 STA $349,X
1545 ; system io kernal
1550 JMP $E456
1555 ; close channel (x)
1560 CLO STA $342,X
1570 JMP $E456
1575 ; NAME$
1580 NA .BYTE "

```

",\$9B

```

1585 ; ADDRESS$ line 1
1590 AS1 .BYTE "
1595 ; ADDRESS$ line 2
1600 AS2 .BYTE "
1605 ; PHONE$
1610 PH .BYTE "
1620 LRC = #-NA
1625 ; vectors for i/o
1630 SA = #
1640 S1 .WORD SC1,LSC1
1650 S2 .WORD SC2,LSC2
1660 S3 .WORD SC3,LSC3
1670 S4 .WORD SC4,LSC4
1680 S5 .WORD SC5,LSC5
1690 R1 .WORD RD1,LRD1
1700 PNT .WORD PT,LPT
1710 NAM .WORD NA,21
1720 LN1 .WORD AS1,21
1730 LN2 .WORD AS2,21
1740 PHN .WORD PH,21
1750 CLR .WORD CLS,1
1760 EOL .WORD EL,1
1765 ; screen output
1770 SC1 .BYTE $7D," ENTER FILE TO SAVE TO:",$9B
1780 LSC1 = #-SC1
1790 SC2 .BYTE " ENTER NAME (LAST, FIRST MI.)",$9B
1800 LSC2 = #-SC2
1810 SC3 .BYTE " ENTER ADDRESS (STREET ONLY)",$9B
1820 LSC3 = #-SC3
1830 SC4 .BYTE " ENTER ADDRESS (CITY, STATE ZIP)",$9B
1840 LSC4 = #-SC4
1850 SC5 .BYTE " ENTER PHONE NUMBER ((###)
      ###-####)",$9B
1860 LSC5 = #-SC5
1865 ; screen input
1870 RD1 .BYTE "D1:FILENAME.EXE",$9B
1880 LRD1 = #-RD1
1890 PT .BYTE "P:",$9B
1900 LPT = #-PT
1910 CLS .BYTE $7D
1920 ETS .BYTE "-END-",$9B
1930 ETR .BYTE 0
1940 EL .BYTE $9B

```

4: Test the Assembler code

5: Document your code so that it can be maintained.

A: See Code, all comments were added after test.

=====

Next month we will add to your existing code an option to read NAME\$, ADDRESS\$, and PHONE\$ from the file on disk instead of from the keyboard. Example: when the prompt for ENTER NAME shows, you will give it a trigger word and the program will then get the info from the file and reflect it to the printer and screen.

All of the rest of the overhead required I will leave up to you to do.

Until next month, Lance Summers...

ANTIC'S JUNE '87 CES REPORT OPENING DAY OVERVIEW - MAY 30 BY NAT FRIEDLAND, ANTIC EDITOR

‡ Atari's 8-bit computer line is far from dead -- with a new double-sided, double-density 5 1/4 inch disk drive due this summer, as well as the long-awaited 1200 baud plug-in modem and the 80-column box...plus the XE Game System that comes with 64K, a keyboard, a light gun and Flight Simulator II.

‡ The ST has yet another new wave of remarkable and mind-boggling products on the way. Within our first hour at CES we saw a 4-megabyte memory board that goes into any ST without soldering, and the Hybrid Arts ADAP Soundtrack CD-quality stereo sampling and editing system that competes with the vastly more expensive Synclavier and Fairlight in high-end MIDI.

And these are just quick first impressions from the opening hours of a Consumer Electronics Show that supposedly was not going to produce any major new Atari announcements... The first day of CES is still underway as I write this on Antic's trusty Radio Shack 100 in hopes of catching a special Saturday merge that ANTIC ONLINE has arranged with CompuServe. So let's get right to the opening round of news:

8-BIT UPDATE

We'll start with the good news for 8-bit users. The XF551 disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the now-discontinued 1050 drive and priced in about the same \$160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density -- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produced.

The XF551 drive will have a new ADOS operating system which is nearing completion by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADOS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Valdes, the key engineer/ designer of the new XE products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box (reviewed in the July '87 Antic) and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at Atari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

The first working pre-production prototypes of the XE Game System were on view atop the roof of Atari's large booth structure, along with a real Cessna airplane that Atari somehow got into the new CES North Hall. The Game System is essentially a two-piece 65XE computer that costs as much as a 130XE.

But instead of 128K memory, you get a light-gun, a joystick and three games -- Flight Simulator II on cartridge, Missile Command in ROM and a pistol game called Bug Hunt. At least 18 arcade and disk best-sellers are now promised for Atari cartridge by Christmas, including 1 On 1, Gato, Midnight Magic, Karateka, Choplifter and Blue Max. Most titles are to sell for \$19.95 each.

Atari Software Director John Skrush says the XE can get as much as 256K on a bank-switching cartridge. Flight Simulator II only required 128K. Two hard-hitting TV commercials for the Game System were on Display. The system is designed to be sold in separate pieces overseas. Eventually the light-gun will be available in the USA as an 8-bit peripheral. An ST mouse will work on the XE Game System in trackball mode -- CONTROL-T.

ANOTHER ST BONANZA

This CES had another dazzling array of ST computer products on display. We'll be looking at a lot more of them in our later reports. During just our first hours around the crowded Atari area, here's what we found that seems especially impressive:

Micro D of Canada was showing a prototype 2/4Mb memory upgrade board that is supposed to install inside any ST without soldering. The Data-Free Board will sell for \$159 without RAM chips. The 4-megabyte upgrade requires 32 chips and the 2Mb takes 16. The chips cost \$30 each from Micro D or you can shop for a better price on your own. Hybrid Arts, the king of Atari MIDI developers, was showing their \$1995 ADAP Soundtrack digital sampling system, which will be on sale in July. ADAP offers the sound quality of compact disks -- in true stereo if you get a dual hardware setup. On a stage in the Atari area, ADAP was in action -- effortlessly pulling selected portions off any tape and manipulating the sound in real-time with a simple visual interface. Sounds could be played back in reverse, cut and pasted, stretched, faded and otherwise manipulated, as fast as you could click a mouse.

Frank Foster of Hybrid Arts told Antic that Tom Hudson is looking into the ADAP math co-processor box for speeding up certain math-intensive operations of his graphics software (DEGAS, CAD-3D) such as ray tracing.

Springboard was showing their little-publicized ST conversion of Certificate Maker at the Atari booth.

Shelbourne Software's 3D Breakthrough, the first ST game using the Stereotek 3D Glasses, was a spectacular sight. You move through an elaborate maze by shooting your way through flashy barriers. The disk will also include a non-3D version that doesn't require glasses.

ANTIC'S JUNE '87 CES REPORT #2 8-BIT NEW PRODUCT ROUNDUP

BY NAT FRIEDLAND, ANTIC EDITOR

"Okay, all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Paulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom.

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/ XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

Strategic Simulations Inc. had extra reason for celebrating at their suite, high above the Chicago River. Last week they signed a contract with TSR to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

atasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July. Video Title Shop (\$29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your videorecorder tape via standard electronics cables. Video Title Shop includes the Micro- Painter Plus paint program and a library of built-in borders and screen images. Scrolling, position-changes, fadeouts and a whole range of video special effects are supported. A second disk of video "clip art" for the program will also be released this year.

Also from Datasoft at \$29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large-scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review...Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed almost two years ago. The XL/XE version is \$49.95 and the ST version is reportedly well along in development.

Infocom had two of its top adventure programmers on hand at the show -- Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchhiker's Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will blend role-playing with the text adventure format.

ST NEW PRODUCT ROUNDUP

ST COMING ATTRACTIONS

What looked like a very powerful and easy-handling 2-D drafting and drawing program was being demonstrated by Xetec of Salina, Kansas (makers of the Grafix AT which has been reviewed in Antic). SCAD gives you pages for 16 ST drawings in RAM. All commands can be operated from GEM or from the keyboard. The \$99.95 program is due in September and will not be copy-protected. Page sizes can be defined as large as 32 X 32 inches and many powerful graphics editing tools are built-in. SCAD can convert images into DEGAS format. We'll also be reviewing Xetec's new Printer Enhancer, a \$249.95 buffer/switcher with 8 built-in type fonts.

A software team from Venezuela was showing MasterCAD 3-D, a \$199.95 program that converts any 2-D image into real 3-D and seems quite easy to operate. The current version requires 1Mb and monochrome. Final U.S. distribution is still being set.

Passport Designs, a leading MIDI software house, is rushing to convert its first ST product -- Master Tracks Pro, a high-powered, user-friendly 64-track sequencer that has been winning rave reviews on the Macintosh this spring. The Passport CES team told Antic that three out of four visitors to their booth wanted this product on the ST instead of the Mac.

Computereyes, a 1986 Antic Award Winner, is being shown at CES in an inexpensive \$149.95 monochrome version (it can produce gray scales on the color monitor). This is the latest Atari video digitizer from Digital Vision. Their ST color unit will be reviewed in the August 1987 issue of Antic.

Another specialized new use for the ST is to run a graphics database for serious chessplayers. SciSys of London is showing two versions of ST ChessBase -- the software that current World Champion Garry Kasparov has been using to prepare himself for tournaments.

With Chessbase Sr., every recent tournament game of an upcoming opponent can be fed into the database and instantly examined from a vast variety of viewpoints to pinpoint potential weak points of play. You can see how an opponent reacts to any standard style of opening or strategy. ChessBase Jr. works with the expensive Leonardo world-class chess computer and the ST. U.S. distribution for all these products was being finalized at CES.

An add-on to PrintMaster Plus, the Print Shop workalike from Unison World, will be a Fonts and Borders disk. Price is not yet set.

GAME GALLERY

Microprose had a customized Link Trainer "flying" on the CES floor as it was piloted with the new Gunship helicopter simulation. The ST version is still under development.

Mindscape, which hosted a Sunday rock oldies concert for 1,000 (Bo Diddley, Sam & Dave) showed two \$29.95 ST color games designed in England. Q-Ball is a 3-D billiards game played inside a cube where you can adjust the gravity and line up your shots off any wall. Plutos is a shootout where your rocket flies over the scrolling surface of the huge enemy mothership and attempts to destroy it.

From England's Psygnosis, creators of the visually awesome graphic adventure game Brataccas, comes another lushly-detailed extravaganza. Barbarian moves a Conan-type hero through an a vast, scrolling underground kingdom -- color only -- where monsters and hordes of enemy guards must be overcome on every screen.

Electronic Arts is starting to crank out some ST titles too. An enhanced version of Music Construction Set -- with MIDI -- is due in July for \$39.95. Other new features are direct waveform editing and a jukebox playback mode.

EA has also taken over distribution of the First Byte talking ST software. First releases are MathTalk, a flashy arithmetic drill for youngsters, and a talking computer version of Mad Libs, the popular series of humor books where you add inappropriate words to prepared storylines.

Still more from Electronic Arts, a kind of super-Diplomacy strategy game called Empire, where you conquer weaker parts of the world and force them to build weapons and raise new armies for your war machine. But your enemies are just as ruthless, and you can also start the game by re-drawing the map of the world to suit your own tastes.

Logical Design Works has a whole line of fast-moving ST gambling simulations for \$34.95 each. Vegas Gambler combines blackjack, roulette, slot machine and poker machine. Other titles available are Vegas Craps and Club Backgammon.

From Canada Jagware is making its ST debut with Alien Fires, a color-only 3-D space maze arriving this summer.

AVATEX 2400 BAUD MODEM

Avatex, well-known for its low-priced Hayes-compatible modems, now has a speedy 2400 baud unit. List price is \$319 but previous Avatex modems have been dramatically discounted.

By the way, Atari used the CES opening to announce that they had a 45% increase in first quarter sales this year -- \$65.1 million -- and they were making a 2-for-1 stock split.

This news bumped up the price of Atari stock by about \$5, to over \$30 per share.

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ANTIC'S CES JUNE '87 WRAP-UP * SECOND ANNUAL ATARI ROAST BY NAT FRIEDLAND, ANTIC EDITOR

Towards the end of the Consumer Electronics Show, we got our first look at some additional important ST software:

Broderbund is jumping into the ST marketplace with Art Director and Film Director, a DEGAS-quality paint program that will be packaged together with an animation module for \$79.95. This software, originally designed by the Hungarians who did ST Battlezone, is expected to ship in August.

Features include:

rescale, stretch, distort, bend, bulge, spin, perspective, scroll and spin.

Not quite as far along is the ST version of Broderbund's all-time bestseller, Print Shop. It is due this fall at \$49.95 and will be similar to the sophisticated Macintosh version. Also coming from Broderbund this fall is the ST Karateka at \$34.95.

Timeworks Desktop Publisher this fall will join the company's ST word processor, spreadsheet and database software.

Spitfire 1940 is an ST flight combat game coming from Avalon Hill this summer. We also picked up an 8-bit review copy of their Guderian wargame.

And back at the bustling Atari booth, we got a look at Bentley Bear Goes To School -- a new ST educational series programmed in Israel and featuring the lovable bruin from the Crystal Castle arcade game. Four titles for grades K-6 are to be marketed within 30 days and there will eventually be some 20 in the series. The animation in each title such as Magical Mathematics is of very high quality and the packages will sell for \$19.95 apiece.

ANNUAL ATARI ROAST

In its second year, the CES Monday night dinner of the ChicagoLand Atari Users Group (CLAUG) has become the Atari community's de facto annual roast.

On the evening before CES's final day, CLAUG invites a busload of executives and programmers from Atari and independent companies to dinner at a college dining hall in the western suburbs, about as far from town as O'Hare Airport.

After the visitors refuel themselves following a hectic day at the show, the event becomes a regular CLAUG meeting with every professional making a statement and answering questions.

This year Atari vice president Leonard Tramiel revealed that a 16-bit graphics workstation is in a fairly advanced stage of development. This would be compatible with the ST but much more powerful. He said that any 32-bit multitasking computer would need to run Unix, but it was a problem deciding which competing version of Unix would be best.

Marketing communications director Neil Harris stated that ST Word Perfect, due in July, runs five times faster than the bestselling IBM version.

Harris explained that Atari's top priority at this particular CES was to revitalize the 8-bit line by packaging a redesigned 65XE as a high-end game system, in direct competition with Nintendo and Sega. That's why the Mega ST and the Atari Laser Printer were not displayed this time. According to Harris, the XE Game System was receiving an enthusiastic early response from mass-market purchasing agents.

MORE XF551 AND ADOS

Here's some additional details about the new Atari 8-bit disk drive and other Atari hardware.

Essentially, the XF551 is an adaptation of the standard disk drive mechanism being used for Atari's IBM clone. The 360K, double-sided, double-density 5 1/4 inch disk drive runs 2.9 times faster than the Atari 1050 and is due in the stores this summer at a \$199.95 list-price.

The XF551 can automatically adapt itself to today's single density and enhanced density DOS disks. However, ADOS, the new OSS operating system coming with the

XF551 includes a tree structure allowing subdirectories, easy switching between menus or keyboard commands, and a high degree of file recovery safety.

Bill Wilkinson of OSS says that ADOS will run on any Atari-compatible disk drive, from the old 810 to a 16Mb hard disk. Although 8Mb is the upper limit for efficient operation, a larger hard disk can be partitioned into several logical drives. DOS 2 and 2.5 files can be read into ADOS, but ADOS is not fully compatible with the older operating systems.

Along with the XF551, the Atari products announced in January at the previous CES are now also scheduled for summer release. This impressive list includes the Mega ST in 1, 2 and 4 megabytes, a \$1,500 laser printer, the Atari PC clone, the \$150 XE Game System version of the 65XE, the 80-column XEP80 display box and the 1200-baud SX212 modem.

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WE WILL BE MEETING AT
THE LA VISTA RECREATION CENTER
ON WEDNESDAY JULY 8

The Omaha Atari Computer Enthusiasts (O-ACES) will now be meeting on the second Wednesday of the month. Our meeting loation is the La Vista Recreation Center located at 8116 Park View Blvd., behind the La Vista City Hall and Police Station. Park View Blvd. is the next street south of Harrison when approaching from 84th street. Meeting time is 7:00, with the general meeting beginning at 7:30.

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